

*San
Leandro
Computer
Club*

JOURNAL

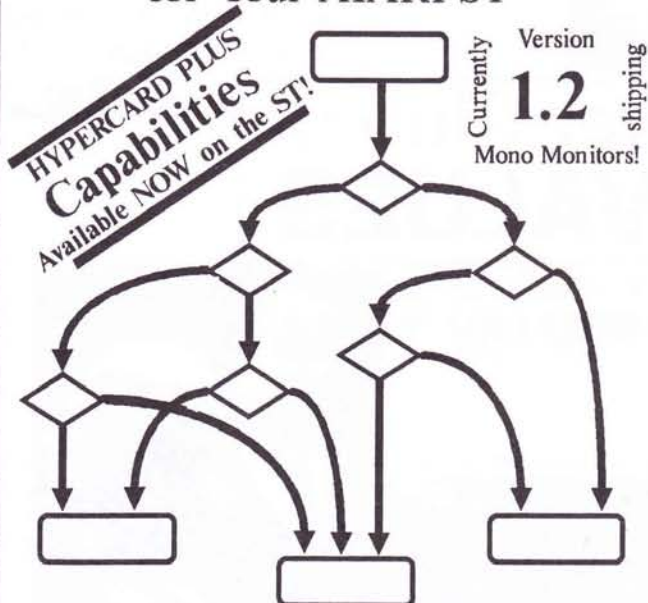
September 1992

The Computer Club of
FAMILY VALUES



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There goes the family.

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An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the *Journal* and participation in club activities. A membership application may appear elsewhere in this issue.

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September

1992

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CALENDAR

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

		Main Meeting 8:00 p.m. San Leandro Library	1	2	3	4	5
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The Atari Messe in Dusseldorf, Germany

GENIE/Z*NET NEWS REPORT
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Z*NET NEWS SERVICE
8/21/92

FIRST REPORT FROM DUSSELDORF

*Nathan Potechin of DMC Publishing, Inc., filed this first report of the huge Atari show in Germany. The information came via telephone from the floor of the Atari Messe ("Fair") in Dusseldorf, Germany, and was transcribed by John Nagy of the Z*Net News Service at Nathan's request, and has been uploaded by Z*Net to GENIE. This news release may be reprinted, excerpted, or re-posted on any other telecommunication service ONLY with this notice intact. The Atari Roundtables on GENIE are official information services of Atari Corporation.*

ATARI AT ATARI MESSE THE NEW WAVE BEGINS

Every year, Atari holds a huge trade show in Dusseldorf, Germany. Spanning roughly four football fields of floor space, the show this year is similar in size and attendance to last year's event.

The announcement of the Falcon 030 to the largest Atari show in the world was the first order of business. According to Nathan Potechin, "there are Falcons all over the floor of the show, in almost every booth." Clearly, the nearly-accurate profile of the coming machine offered by most of the Atari media across the last months was not missed by the

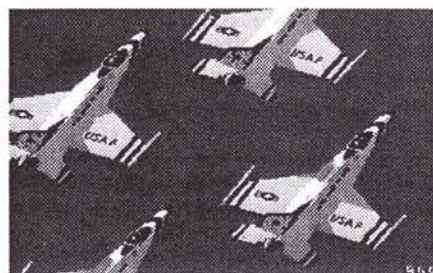
showgoing Atari Messe audience, and the excitement in the crowd was high as they saw it firsthand.

Many vendors had new applications that expose the power and features that are new on the Falcon 030. DMC Publishing (Calamus) again had the largest booth on the floor, spanning 4,000 square feet with about 40 people working in it alone. Other large booths included TMS, Matrix, 3K, and Maxxon. Many new products were shown, and we will report on them in detail in a later release.

MARKETING PLANS, PRICE FOR FALCON IN USA

The hottest news at 5:00 PM Friday evening in Germany after the close of the first day of Atari Messe was the unveiling not only of the Falcon, but of the plans that Atari has to market the new machine in the USA.

The "base" Falcon 030 will retail for \$799 in the USA in a



one-megabyte configuration. The next option up the scale will be a four-megabyte RAM with 65 megabyte hard drive Falcon at \$1,399.

Sam Tramiel told dealers and developers at an afternoon meeting that the US launch will begin immediately with regional marketing build-ups. Individual

regions of the USA will be targeted, one at a time, with major "dog and pony shows" to both woo and educate computer dealers. "Serious" co-op advertising money will be offered to dealers who join in the roll-out. Once enough regions are served by an operating dealer network, Atari will launch a national advertising campaign.

Industry observers suggest that this plan will make the most of Atari's cash and production resources. By serving a small but growing dealer network with product, on-board Falcon dealers can be more assured of delivery of product during the build-out stages of the plan. Dealers will help and be helped in promotional costs, enabling Atari to make a bigger splash in smaller ponds with less of their own money, and allowing Atari's resources to go towards increasing production of Falcon computers. As production and sales increase, so will revenues with which to attack new regions. Meanwhile, Falcon specific software will mature and present a solid base for the later national marketing efforts.

Rehbock Reports

On Wednesday, September 9, in a GENIE Real Time Conference, the SLCC's Bill Rehbock will provide additional information on Falcon technical specifications, applications, pricing, and more. The conference begins at 7:00 PM PDT.

Exerpts From GENie's Falcon 030 / Atari Corporation Realtime Conference Featuring Sam Tramiel, President Of Atari Corporation

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WEDNESDAY, AUGUST 12, 1992

We're excited to be celebrating the 20th anniversary of Atari Corporation this year. We're especially excited because this is a time that we can introduce another milestone product to the world.

I'd like to take this opportunity to recognize some people that have been close allies of Atari Corporation.

The entire staff of the Atari RTs on GENie, under the leadership of Darlah Potechin have been providing stellar support to our customers for a number of years now. I'm grateful for the support of Darlah, Sandy Wilson, Jeff Williams and the rest of the GENie RT staff in supporting our mutual customers.

We've just signed a new agreement with GENie, that will ensure the continuation of GENie being our online home.

In addition, I'm pleased to welcome the new publisher of *Atari Explorer Magazine*, Mike Lindsay, to Sunnyvale as well. As most of you know, we've brought Explorer in to our corporate headquarters. John Jainschigg has moved on to other challenges, and Mike Lindsay and Darren Meer are now at the helm of Atari Explorer. Our online magazine, *Atari Explorer*

Online, is under the able leadership of Ron Kovacs. Ron is best known for his years of experience as the publisher of Z*Net Online Magazine.

Tonight, we're pleased to be able to finally announce the Atari Falcon 030 Computer. This computer will be unveiled to the buying public at the Duesseldorf Atari Messe in Germany next week. The Falcon is a machine that we're very excited about. We think that it places us back in the forefront of the "Power without the Price" place in the market.

Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 - 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1, 4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip
Expansion Bus: Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
Hardware-assisted horizontal fine scrolling
BLITTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports:

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN / MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage:

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System Software:

Pre-emptive Multitasking with adaptive prioritization (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited only by memory or software in use.

We see this computer as exceeding all of the multimedia expectations of the computer buying public. As well as being an exceptional value as a home computer system.

Extensive testing with the Falcon has already been done on ex-

isting software. We are very pleased with the high degree of compatibility. For instance, PowerNet, a increasingly popular LocalTalk networking solution works fine with no modifications. Calamus SL, PageStream, WordFlair II, Cubase 3.0, STalker 3.0, STeno, Arabesque, and many other well written applications will work perfectly.

We are once again going to FCC and I realistically expect shipments into the US in mid October.

MIDI ports are included with the Falcon. We fully support the MIDI standard.

MultiTOS will be 68040 compatible!

The BLiTTER Chip has been sped up to handle the extra bandwidth. The BLiTTER is now running at 16Mhz.

VGA normally doesn't have TRUE COLOR, which the ATARI FALCON DOES, and this machine is aimed at having great color, great sound, and with the DSP chip, some wonderful new applications.

For higher rez requirements, buy TTs!

We will try our best to show [the Falcon at Glendale]. There will be a number of fine developers there, like Lexicor Software showing Atari Falcon applications.

[The expansion bus] is not a VME bus. It is a direct processor slot that gives developers more flexibility.

The Atari Falcon is far superior to the PC platform. Our challenge is to get a lot of software for the platform, and a lot of people to buy it.

Bill Rehbock assures me that a PC Board will be shown at Dues-

seldorf.

The Atari Falcon will be sold with MultiTOS. It will be a combination of ROM and disk based.

We felt that the DMA port was not enough of a standard port [so] we went to SCSI II. There are several third party companies that are working on a converter box to allow you to connect up your SLM to the Atari Falcon 030. The SCSI is much faster than DMA, too.

We are "right sizing" our company to reflect our current rate of sales. We must conserve assests for future growth with products like Atari Falcon. Example: with the new North America free trade agreement, we felt that we could handle Canadian sales logistically from Sunnyvale and have sales people in Canada and the US handling both countries in a north/south direction.

We will support the Atari Falcon throughout the world. And need developers to support it as well.

The new version of Notator will run fine on a Falcon, just as the new version will run on the TT030.

I think that the DSP hardware will open up a whole new realm of communications type software. I'm pushing very hard for voice mail type applications for the home.

At a recent Atari Falcon developer conference, (organized by the capable Bill Rehbock) in the UK, I was very happy to learn about new developers and some exciting software which is already being developed.

The machine's spec are so novel, that developers really have

to figure out all the new, wonderful things that they can do with it. I'm sure that we'll see great software within the next 6 months.

The Atari Falcon is VERY STE compatible. Much more so than the TT030 is. We really try to make our products as compatible as possible.

[The Localtalk port] is not DMA driven. We think that it is satisfactory at this level.

The TT030 is still in production, and we have plans to release Atari MultiTOS for the TT030.

We have been reluctant to attack the US market with the old machines. We feel that the Atari Falcon is truly a giant step forward and we hope that this will turn on users in the US. This will help get our marketplace going. We are signing up new dealers, and as more software becomes available, you will be seeing us advertise in the US.

According to Bill Rehbock (my trusty technical assistant), you can record on a single channel.

MultiTOS will be available for TT030 and for future 68030 and above machines.

The 16 bit true color mode will work in 640x480 interlaced on a TV or ST style monitor.

True Color will also work in 320x480 on VGA monitors.

[Ram expansion] is a custom board, but not proprietary. We will have it readily in stock, and we are a great chip merchant!

The analog ports are the same as on the Atari 1040 STE.

The future of the 68000 machines all depends on [what] the market wants, i.e., what sells.

MultiTOS will be available from Atari for the Atari TT030 as an upgrade. We'll supply details later on, after Duesseldorf. From what I have seen, MultiTOS is fantastic, and is just as much a major advance as the hardware for the Atari Falcon. No Guru meditation errors, and some really great graphic features, and wonderful - technical features.

[The primary reasons Atari chose to use the fixed point 56001 DSP instead of the newer, more powerful 96002 DSP, which has floating point] were price ... the 96002 is much more expensive. The newer chip doesn't have the software tools available to take advantage of it yet.

We'll post more graphic details <grin> in the bulletin board after-Duesseldorf.

We have not yet given the machine to the FCC. And we are only applying for Class B approval. According to our "experts", it should pass Class B. We will not have significant quantities of Atari Falcon until later in the year. October will be just the beginning.

There are some 30 new developers that are producing software for the Atari Falcon. Several of the developers are also NeXT developers, for example.

The Atari Falcon030 cannot be upgraded to an 68040, as far as the design goes. I'm sure that

you'll find the Atari Falcon030 very cost effective. Buy one!

The serial port (there is one) is driven by the SCC chip. It is capable of full local talk speed, 250K baud. Also, we feel that the DSP port will have great telecommunications applications with very highspeed things, like ISDN.

We hope that some "major retailers" will pick up the Atari line. A good friend, that you all know, named Greg Pratt, now runs Intelligent Electronics. Why don't you write him, and push him to sell Atari products?

Thanks for joining us here tonight. And we appreciate your support of Atari. I've just returned from Asia, where I saw the first Atari Falcon production coming off the lines. Let's hope this new offering will make it in North America. I know that the specs are great. We should have a good chance, with all of your support.

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THE GLENDALE SHOW

Here is a list of exhibitors and demonstrators for the Southern California Atari Computer Faire, Version 6.0.

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SOFT-LOGIK

Soft-Logik: All Is Forgiven

By Ray Thomas, DTP Sig Leader

There's a good reason why you haven't heard much from me lately: I've been having so much fun using Pagestream 2.2, I keep forgetting the deadline!

They did what I had hoped they'd do—they corrected most of the problems I mentioned in my highly critical article in this publication a few months ago. Not all, but enough to make Pagestream a viable desktop publishing program again, rather than the "monster" it was for six months or more.

It was so bad, I was actually seriously considering buying Calamus! But they narrowly averted that by their timely release of 2.2.

Don't get me wrong: there's nothing wrong with Calamus (that I know of). But it would be a BIG "wrench" for me to abandon a program I've "grown up with" in desktop publishing and start all over again, learning a new program, while abandoning all my old files.

2.2 (with the old Turbo ST accelerator added) now has screen redraws that are "within reason," duration-wise, and the action that made it take a real "agonizing" amount of time, resizing a column, is also within reason.

The best thing—and I think the thing that made it all worthwhile—is that no longer does it lag three or four lines behind you when you're putting text directly into it, then start putting "garbage" in place of what you're typing when you get too far ahead of it. Now it keeps right up with you, even if you're putting copy into the middle of an article—which used to be a "bear."

It still does the "false start" (where you try to move the screen vertically and only get a screen redraw) occasionally, but I can live



with that, as long as most of my fonts don't cause things to slow down.

Some fonts still cause slow redraws, but that's not Soft-Logik's fault. I've just got to replace them with fonts that don't do that. I guess that's my next plan—to find good-looking fonts that don't take up my time.

If you didn't notice: the em dash in the last paragraph works now, too.

They recently came out with a "2.2b patch" to fix some small problems in the original 2.2, but I haven't put it in—I'm afraid to. Mostly because it seems like every other time I put in an upgrade from Soft-Logik, I get a monster—and the original 2.2 is working so well for me, I'm going to let Jim Hood be my "guinea pig" before I put the patch in and use it.

LASER PRINTER STILL WORKING!

Even though I only have one payment left before the SLM804 I bought from Pete is mine, it's actually still working!

It must not know it's almost paid off.

I thought it did know last week, when it started acting up, first printing out blank pages when I printed a file, then refusing to print at all, sometimes causing the

computer to bomb.

I even thought that, because I had pinched the cable running to the laser printer control box in my new "long arm" computer holder, that that was the problem.

Nope.

Dewayne Stuart loaned me his box, and it still wouldn't work.

Then I had a bright idea: some time back, I had a problem where the printer just wouldn't print, and it was traceable to one of the Qume fonts I had bought from Herb's.

These are "Postscript" fonts, and sometimes give you problems printing them without Postscript or one of its clones.

The fix was to simply change to a font I was sure of, and attempt to print again—which worked like a charm. I've had no further trouble, although the problem cost me three days of work while I figured out the problem. Maybe if it happens to you, you can save that time after reading this.

1/16" OFFSET

My SLM804 prints 1/16" up, and 1/16" to the right of where it should print, according to what I've specified in my files. I haven't been able to figure out why, or what to do to correct it.

I've allowed for it by moving my page image over, and it gets printed right where I want it. But that's a hassle, especially when I go into old files to make changes.

Does anyone know why it does this, and more to the point, how to fix it?

Yeah—I know: gripe, gripe, gripe. But why shouldn't I look for ways to fix problems, even if they're minor? After all, that's my job as DTP Sig Leader, isn't it?

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Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

by Bob Woolley

Well, another month goes by and I'm still stuck on this dumb IDE interface..... Somebody in IBM-Land must have foreseen this attempt to put one of these turkeys on an 8-bit and slipped in a little killer circuit. Like, if you detect an ANTIC chip on the buss with you, turn stupid. That's just about where I am now - looking for off - the - wall reasons for the failures I'm getting. The drive programs up very nicely, does the seeks, reads the data, presents an interrupt. It just can't count for beans. It is supposed to send exactly 256 bytes of data in each sector, but I usually get 253 or 252. Or, maybe 245. It is the right data, just loses some of the bytes. Verrrry frustrating. I *will* fix it.

I am kind of nut about Atari 8-bits, you know. But, I'm not crazy... I don't try to use my 1200XL to paint my house or mow my lawn. It just isn't that kind of tool! I don't even use it for DTP anymore. Why? Because I can get a lot better results from my IBM with a lot less time spent on the computer. The IBM (clone, that is) used to be an expensive and ugly alternative to what I already had, a 1200XL. But now, I can't really say that - thanks to two developments: Windows and IDE drives. Windows makes the Learning Curve, how long it takes you to become acclimated to a program, much steeper, meaning you learn much quicker. I do have the advantage of some previous computer experience, but the uniform GUI (graphical user interface) of Windows allows even a novice to be productive much faster on his computer. This used to be an advantage that the ST series had over the MS-DOS folks, as well as a lower cost, higher performance software offering. Somewhere along the line, the ST has not kept up.... (heck, everywhere along the line!) Even now, PageStream is a better and less expensive product than AmiPro (what I am using), but I would imagine that few of us really need more than what AmiPro offers - or any of the other Windows DTP products. The problem is that the hardware has not kept up and the developers have not joined the ST bandwagon. For example, I do not have a hard drive on my ST or my 8-bit (you knew I'd get back to the 8-bit, didn't you?). I actually have a hard drive for my 1200XL, but there are so many obstacles to using it, that I removed the drive some years ago. On either machine (ST or 8-bit), the big hangup is *cost*. I can add a brand new IDE drive to an IBM clone for something like \$220. I don't need a case,

power supply or any of that, and I have a ton of brands and sources to pick from. The drives have buffers built in, high seek rates and are very compact and reliable. This just was not the case a few years ago. Just the fact that I have a hard drive changes the whole utility of my system. For example, I did a 1 meg upgrade some months back on my 1200XL. Adding a couple of chips more would give me 4 megs of storage. But, how can I load such a large memory? Even with a 720K 3.5, I will have to bring a lunch to get all that data into my computer! Which, of course, is why I'm trying to shove an IDE drive inside my 1200XL.

Anyway, I didn't put away the old ST just because of DTP. The big push came from Schema.

Schema? What the heck is that? 'That' is a really great schematic generating program that is available on the IBM. Remember the GenLock schematic that Michael StPierre did a few months back? He did that on Schema. I'll tell you something - it often takes longer to do a nice job on the documentation for a hardware hack than it does to do the hack itself. My first attempts at a computer drawn schematics were ASCII character prints using a word processor. Talk about a long process.... My next step was using GEMDraw or PageStream on an ST. Much cleaner output, but still time consuming. Now, with Schema, it not only takes very little time, but I can output directly to an auto-router that will lay out a printed circuit board for me! I do have a PCB layout program on my ST, but I must input the net list manually, and, like many ST products, this program is no longer supported by it's developer. Both of the ST solutions are cheaper than the IBM products, but the total system costs of both hardware and software do not make up for the major time savings I get with the IBM. This is the reason we use computers in their 'appliance' mode - to save time and energy! Bottom line is: does not matter what the underlying platform is, just get it done efficiently.

So, am I going to put away my 1200XL also? Heck no. I told you, I may be a nut, but I'm not crazy. The IBM is no way a solution to the search for a personal computer. I don't have a sound card on my IBM - which costs more than a complete Atari system, anyway. No joystick. No game software. No trackball (a mouse, yes). No lightpen. No touch tablet. No video output to my TV. No fun at all..... All I need on my 1200XL is a nice hard drive.

So, as soon as I get the dumb things working, I'll knock out a schematic and maybe a PCB for a 1200XL IDE interface using Schema. In the meantime, I have redone an old memory upgrade that was originally printed using ASCII graphics. This drawing took me about 4 hours using a program (Schema) that I have only had for a few weeks now. Although not a Windows product, this software is just what the doctor ordered, I don't care if it runs on a VIC-20!

For those of you that are interested, this 256K upgrade will properly emulate the video banking mode of a 130XE. When you use the extra banks on this design, the screen will not scramble if your display happens to be in \$4000 - \$7FFF like it will on Rambo. This is the 800XL version, The 1200XL requires a few minor changes and will work with any of the ANTIC chips.

Hey? Did you see all those games that Atari stuck in a cartridge just before they dropped 8-bit production? Good stuff, like Blue Max, Necromancer, and Ballblazer? Did you run out and buy them? No? \$20 too much to pay, isn't it? How about \$5 each? Brand new, in the box, still wrapped up. Five bux each! This is big blowout from our friends down at Herb's Discount Software. Now, I know Herb has been slowly squeezing out all that good Atari 8-bit stuff with all that IBM trash that nobody wants.... Getting so it's hardly worth driving down there, isn't it? Not now. Check out his inventory of Atari cartridges:

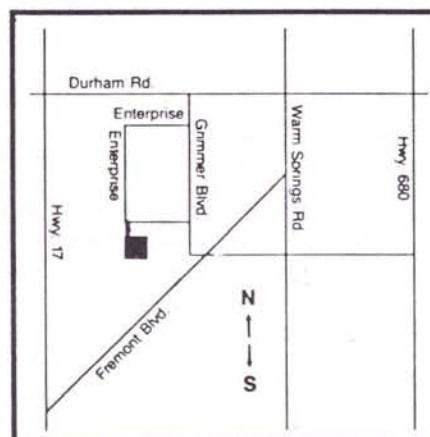
Ace of Aces
Archon
Atari Logo
Ballblazer
Battlezone
Blue Max
Caverns of Mars
Crossbow
Dark Chambers
David's Midnight Magic
Desert Falcon
Dig Dug
Donkey Kong
Donkey Kong Jr.
Eastern Front '41

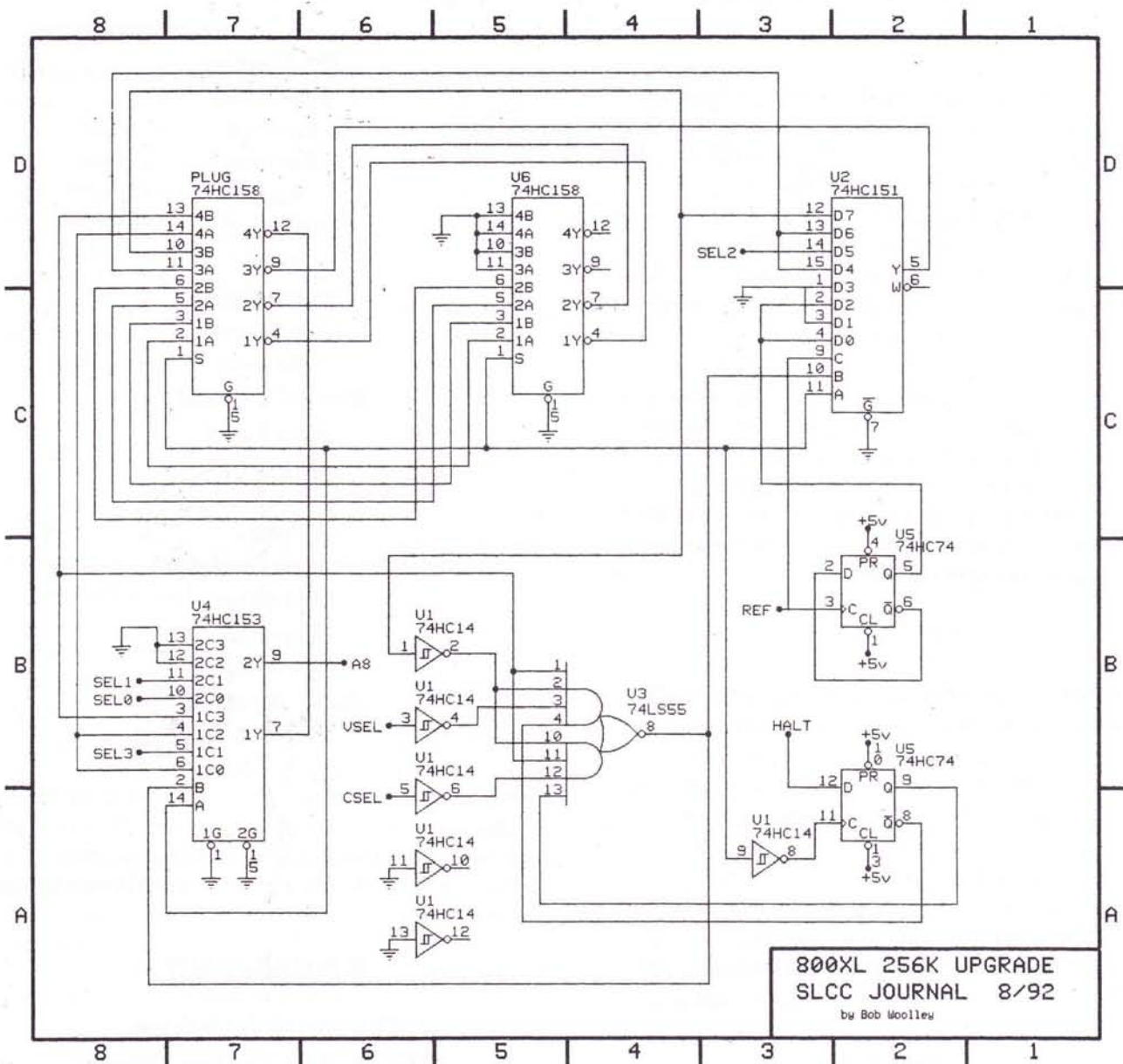
Final Legacy
Food Fight
Football
Galaxian
Gato
Hardball
Joust
Jungle Hunt
Lode Runner
Millipede
Missile Command
Moon Patrol
Necromancer
One on One Basketball
Pengo
Rescue on Fractalus!
Robotron
Skywriter
Space Invaders
Super Breakout
Tennis

Careful, there are a few turkeys in there (Desert Falcon?) But, do go down and check 'em out. This is a great opportunity that may never repeat itself. Any of you 'remotes' out there, just drop me a note and I'll ship them to ya, OK?

FREMONT

Discount Software
4406 A. Enterprise Place
(415) 490-6335





This upgrade is designed to fit in an 800XL and attach to the motherboard thru both discrete wires and a 16 pin DIP flat cable. This cable connection is designated as PLUG on the schematic and it replaces the U27 chip. The other wires are shown as bullets and attach at the following points:

- * REF - refresh
- * HALT - halt
- * CSEL - CPU select
- * VSEL - ANTIC select
- * SEL0 - bank bit 0
- * SEL1 - bank bit 1
- * SEL2 - bank bit 2
- * SEL3 - bank bit 3
- * A8 - ninth address bit

pin 8 of U7
pin 9 of U7
pin 14 of U23
pin 15 of U23
pin 17 of U23
pin 16 of U23
pin 13 of U23
pin 12 of U23
right side of R32
(on upper left corner of main

OUR 8-BIT DISKS

by Bob Schlar SLCC 8-bit Software Chairman

SLCC DISK- August 1992

FIRST SOME NOTES:

Last month's disk had a glitch- the Disk DOC did not note that the LITTLEBIN (DEMO) program should be loaded from DOS. Apparently it's not compatible with ATARI BASIC. All the copies in our library have been revised to show this; and we'll replace yours. In future, I plan to identify any such programs by giving them the extender *.DOS; and making a note in the DOC.

Another point worth mentioning- since our PULMenu now has word wrap, all future Text files (DOCs, etc.) will be in Word Processor format. This means that there will be only one CR (carriage return) per paragraph. You can use your favorite WP program, without reformatting, if you want a printout. Any exceptions will be noted.

The disk DOC will not show it, but readers of the JOURNAL will note some major changes in the format (and fonts) of "OUR 8-BIT DISKS" article. In the MAY issue, I mentioned that I had received David Richardson's "User's Guide" for DD3, and expected to make good use of it. This is one such use! If you use Daisy Dot 3, or intend to, I highly recommend that you get the User's Guide; it's a real bargain! If you don't remember how to get it; ask me at a meeting, or call me.

ABOUT THIS D.O.M.

This disk has six user programs- three Games, two DEMOs, and one UTILITY. One of the DEMOs requires 1018 sectors. It takes the entire back of the disk, which is in EXTENDED (or 1050) density. Everything else is on the front of the disk- in single density. All are explained below.

CONTENTS - Disk #1008

FRONT:-

FAIRWAY- golf simulation (Game).
DISKCOMP- disk UTILITY; 2 drives
DEFUSE- logic Game; an oldie.
MINDMAZE- gRaphic ADventure Game.
WFALL- simple gRaphics DEMO.
2 DOCs; DiskDOC, etc.

BACK:-

S.S.M.B.'s music kaleidoscope.
uses entire EXTENDED (1050)
density disk- 1018 sectors!
LSTAK1 bypasses Intro.

PROGRAM COMMENTS

FAIRWAY (Challenge) by John T. Pape- a golf simulation in BASIC; was published in ANALOG #65 (4/88). The course is a full 18

holes, with most of the hazards found on any course. For each shot, you select your club; the type of swing (Full, Half, or Easy); and the direction. Upon completion of play you can have your scorecard printed out (if you turned on your printer before bootup). There are excellent instructions- including a table of the approximate full swing distances for each club. A Half swing gives 1/2 and an Easy swing about 1/3. Hole lengths are given to the front of the green; and 150 yard markers are provided. Some random hook/slice/etc. factors are included. Stay out of the hazards, and play each shot with the next one in mind! In general, the pars are tough, but realistic, and there is a special trophy for a hole in one. To play, RUN the file PICLOAD.BAS. Since the program writes to LOWSCORE.DAT, you should copy these files plus GOLF.PIC and GOLF.BAS to another disk- one that is not write protected.

DEFUSEBAS may be one of the oldest computer puzzles around, but it's still a baffler! I took it from an old PACE Club disk, and did some minor editing to make it look and run right. It has instructions, which include a note that it was modified by Leonard G. Wheat, in 1981! It's obvious that he translated it from another computer, and that he was not an experienced ATARI programmer.

MINDMAZE.BAS has all the features of a text ADventure, with gRaphics. It has an excellent DOC. I found it on the ABACUS disk for November 1990. I have no idea where it originated. In my opinion it's one of the better gRaphic ADventures.

DISKCOMP.COM is a UTILITY which will compare two disks and list their differences. It requires two disk drives. The DOC is excellent, and very complete. It was written by Dan Knaut, who seems to be a SpartaDOS enthusiast. I tried it out and was surprised by some of the things it found.

WFALL.BAS was on the April 1992 MACAM (Montreal Atari Club) disk. Dave Paterson (their editor) describes it as "a simple graphics demo from a book on computer graphics whose name I've lost. On very old 400/800 models (those without G11A chips) it will look odd. It draws a cliff, a river, a waterfall, and trees, then animates the water fall." I think I saw it in an old issue of Family Computing. Another oldie but goodie!

S.S.M.B.'s Music Kaleidoscope is a super DEMO (Music and gRaphics) from Europe. It's on the ABACUS disk for August 1992. It uses 1018 sectors and occupies the entire 1050 (EXTENDED) density disk. Don't run it on an 810! I understand that it came via Maxim U. Obol'nikov- a young Russian computer enthusiast now living in San Francisco. It has some of the best gRaphics I've seen! It also plays your choice of 52 music selections. Most, but not all of these, are from various computer programs (BOULDER DASH, BLUE MAX, QUASIMODO, etc.). The introductory text is quite long (and boring?), but it can be cut off at any point with LSTAK1 or bypassed entirely by holding LSELECT1&OPT10N1 at bootup.

Our Only Attending Officer's Official Account of the August Annoyance

Jim Moran

General Meeting Minutes August 4, 1992

In the absences of our over esteemed President (he's only an 8 Bitter), our new Vice President—who is too new to even be over or under esteemed (also an 8 Bitter), and our Treasurer (a half reformed 8 Bitter) the meeting struggled to a start at 8:05 PM.

(Rumor has it the aforementioned esteemed heard a recluse in Elco Nevada had written a new 8 Bit game and they were trying to sign him up as a member.)

Bob Scholar did a yeoman job presenting this month's 8 Bit floppy. The Floppy contains something for everybody, 4 games, 2 demo's, 2 educational programs and 3 utilities. Bob was particularly impressed with the PacMan clone.

In the absence of our two presidents, good ole boy Jim Hood (he's just Plain Bitter) officiated and kept the long standing crooked raffle going. President Woolley in one of his rare sober moments arranged for tonight's guest speaker who demonstrated a very unusual program with unusual hardware that runs on any ST.

Vince Garcia, a radio control model airplane enthusiast, brought a radio control flight simulator system. The system allows an operator to practice R/C model flying without the risk or expense of crashes. The hardware is made by Futaba Corporation, and looks and feels like the R/C transmitter that they build for actual R/C flying. The program is "RC AEROCHOPPER" and is available for most computers.

The program has 22 different planes available from jets to gliders to helicopters. During the demo the planes appeared to fly very smoothly and responded to the controls very accurately. All types of wind and weather conditions can be simulated and airplane sounds add to the realism.

The cost of this program is about \$200 from Ambrosia Micro-computer Products, Inc.

Suite 371
98 W. 63rd Street
Willowbrook, IL 60514

If anyone would like additional information about this program they should contact President Woolley.

Imitation President Jim Hood adjourned the meeting at 9:30 PM.

Happily submitted - Jim Moran

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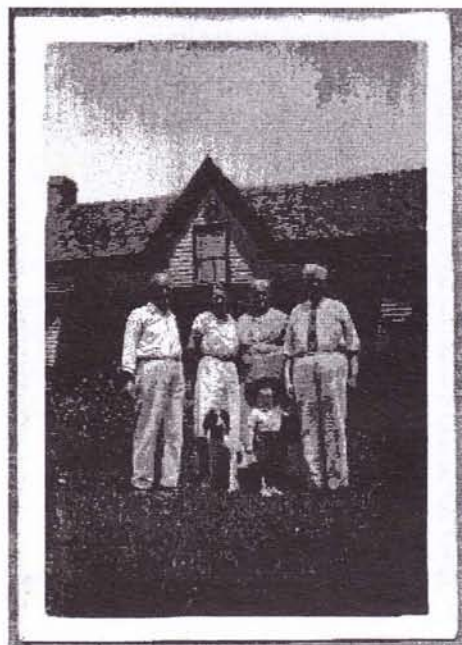
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Now that the Falcon has been shown publicly, it would be nice if any member who has one would bring it to the meeting.

Otherwise we can just chew the fat again until raffle time.

The Computer Club of
FAMILY VALUES



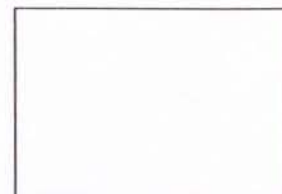
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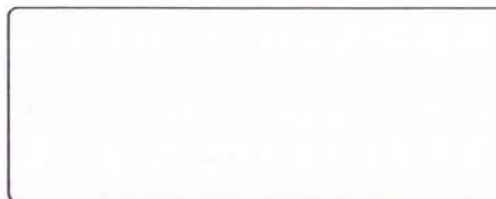
**General Meeting
September 1, 1992**

**at the San Leandro
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